# RIPE

# The Internet as a Field of War

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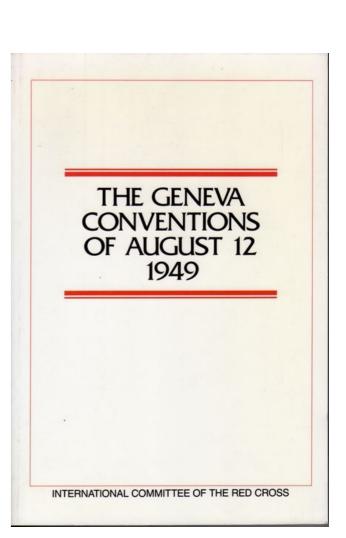


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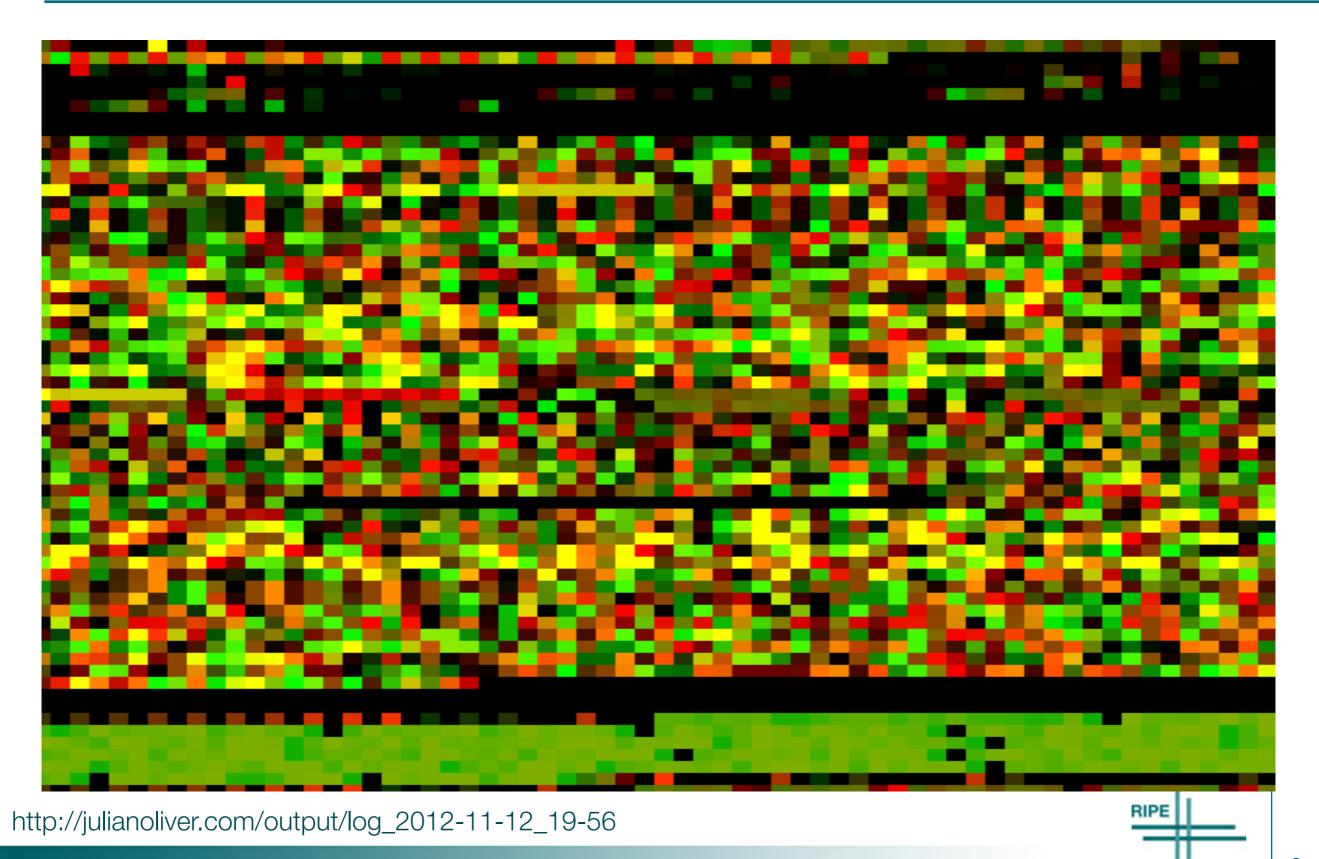
#### Why?

- Military spending
- Increase in attacks
- Heightened vulnerability
- Increase in number of vigilantes
- International Humanitarian Law is old





#### Stuxnet: first 60th of Stuxnet binary



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### International Humanitarian Law (IHL)

- 1. Applicability
- 2. Distinction
- 3. Proportionality
- 4. Precaution



#### Issue 1: Applicability of IHL

- International humanitarian law= law of armed conflict
- Governs cyber *warfare*



http://www.extremetech.com/extreme/ 185125-how-to-watch-hacking-andcyberwarfare-between-the-usa-andchina-in-real-time



#### Issue 1: Applicability of IHL

Armed conflict:

- 1) Armed force
  - Non-physical consequences
- 2) International or non-international armed conflict
  - Anonymity
  - Defies national boundaries



#### Issue 2: Distinction

Key Points:

- Military/civilian objects
- No indiscriminate attacks
- Identification



MSF Hospital in Kunduz, Afghanistan www.theguardian.com/world/2015/oct/03/kunduz-charity-hospital-bombing-violates-international-law#img-2

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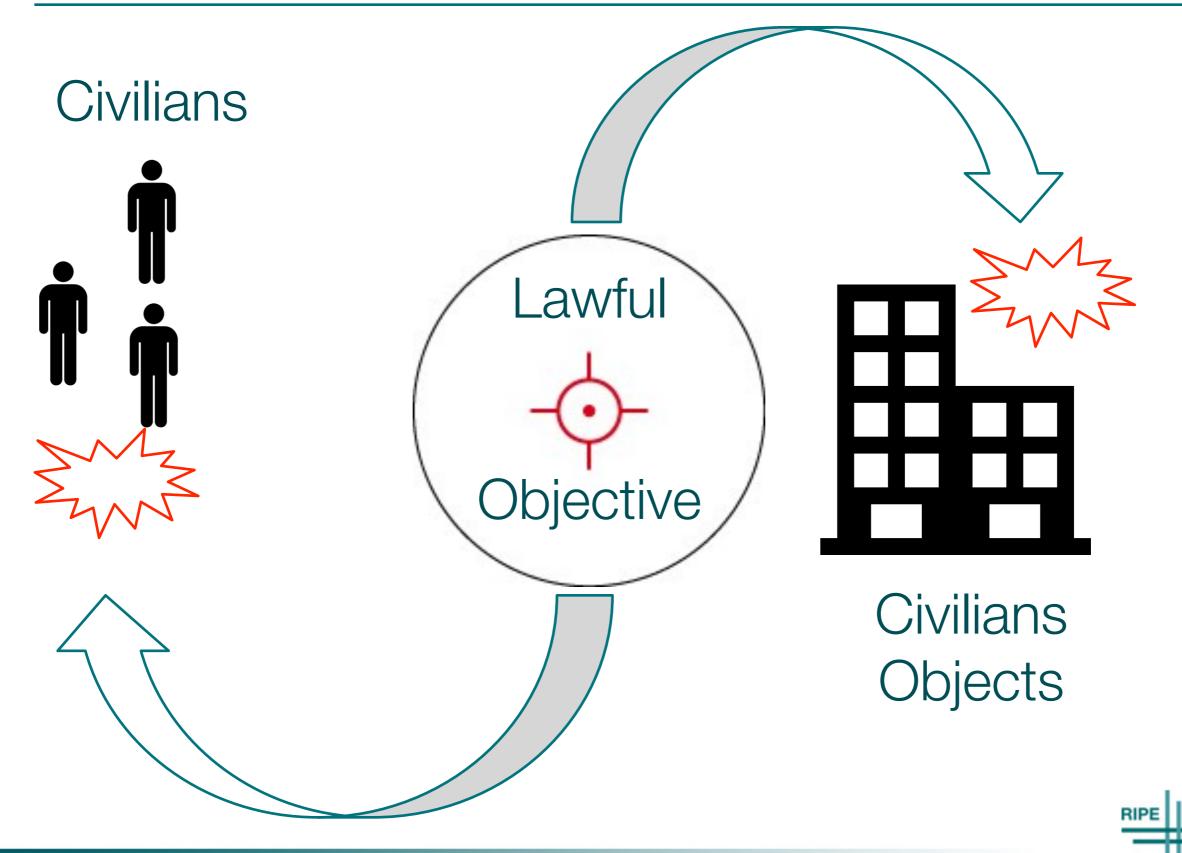
#### Issue 2: Distinction

Problems for Cyber Warfare:

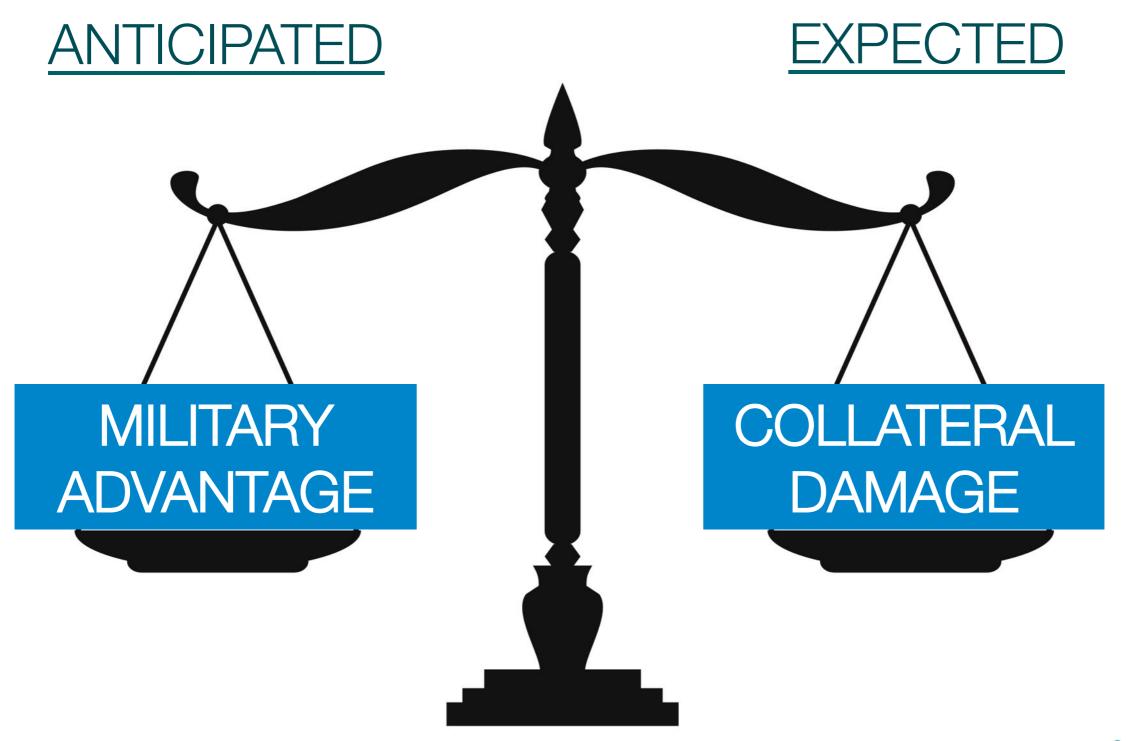
- Internet as "Dual-purpose"
- Viruses and Worms
- Stuxnet did it distinguish?
- DDoS Attacks
- IP addresses
- Hackers as combatants?



#### **Issue 3: Proportionality**



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Challenges Regarding Cyber Warfare:

- Physical Damage VS Loss of Functionality
- Unexpected & Indirect Consequences

→ Reasonableness

- → "A Posteriori Evaluation"
- Dual-Use Objects

→ Usability Ratio?



#### Issue 4: Precaution

Legal Key Points:

- Definition
- Two parts obligation
  Precaution in attack
  Precaution against the effects of an attack

#### Issue 4: Precaution

#### The "Perfect Weapon":

- 'Turn it off'
- Information needed to create a weapon

BUT

- Testing
- Suspend & Cancel the attack
- Segregation & Protection



#### Suggestions for the future?

- Modernizing the law
- Limiters for worms and viruses
- Internet as a global commons?

A STRANGE GAME. THE ONLY WINNING MOVE IS NOT TO PLAY.

WarGames (1983)



## Questions?

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